



THE BRAND-NEW ADVENTURES OF



Rudolph

10¢

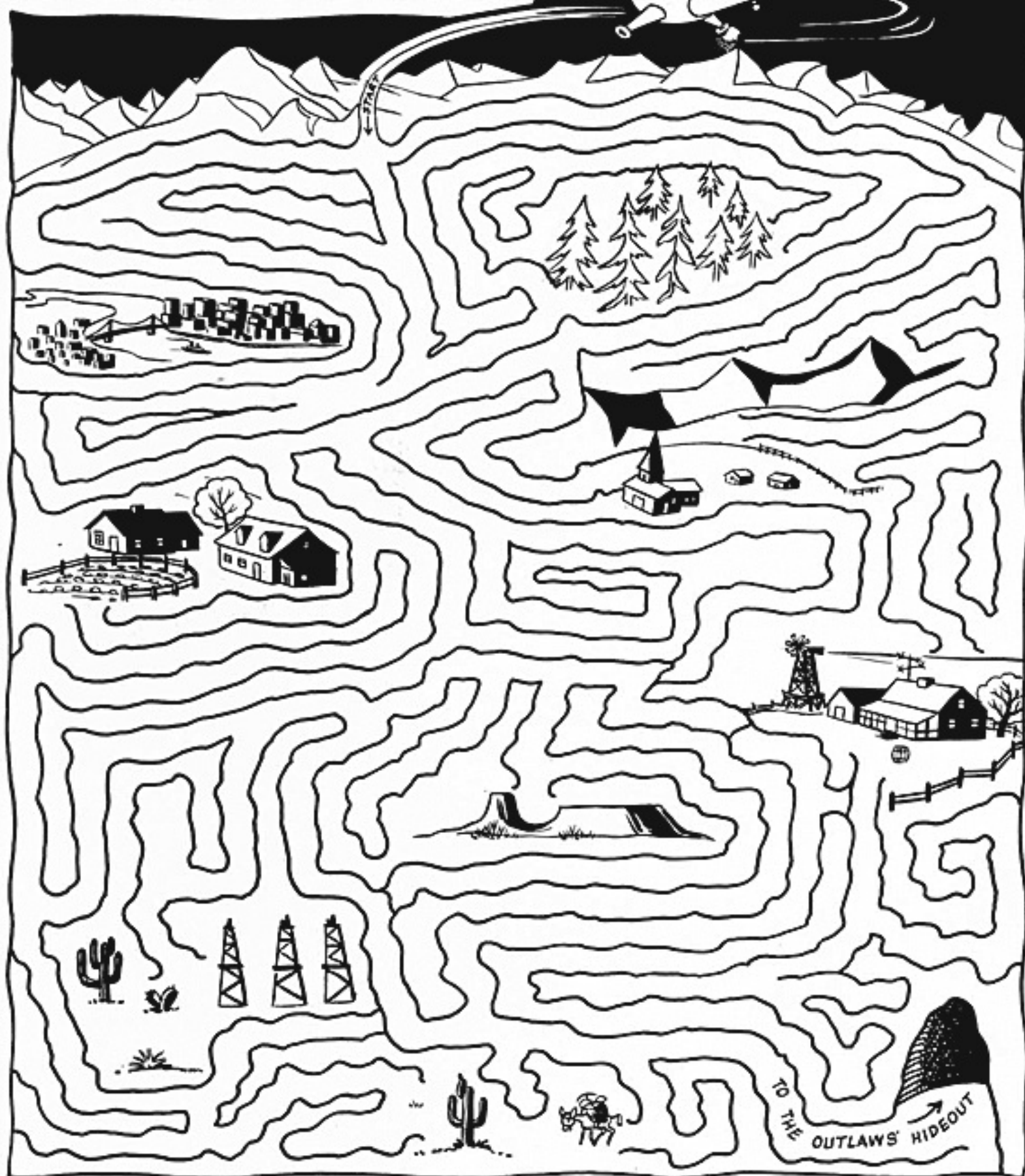
1960-61
ISSUE

The **RED-NOSED** REINDEER

Extra!
A FUN AND
GAME SECTION!



WOULD YOU LIKE TO HELP RUDOLPH
AND GROVER TRACK DOWN THE NASTY
OLD OUTLAWS?... YOU DO? THEN
TAKE YOUR PENCIL AND DRAW A LINE
THROUGH THE MAZE FROM THE STARTING
ARROW TO THE OUTLAWS' HIDEOUT!
REMEMBER, YOU MUST NOT CROSS A LINE....!

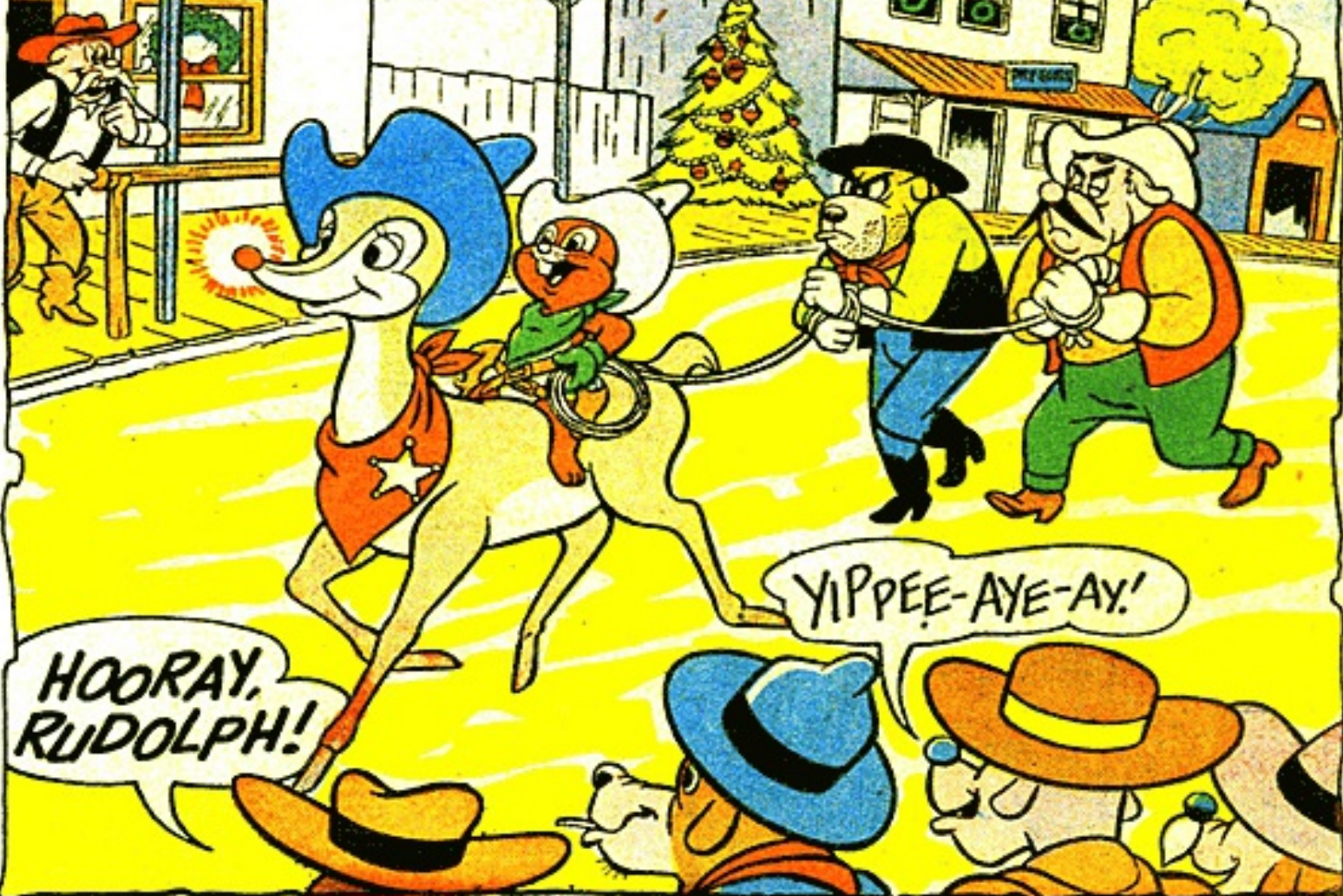


Rudolph

The RED-NOSED REINDEER

YIPPEE-AYE-AY... HERE
COMES *RUDOLPH*, THE FASTEST
NOSE IN THE WEST!

CACTUS GULCH

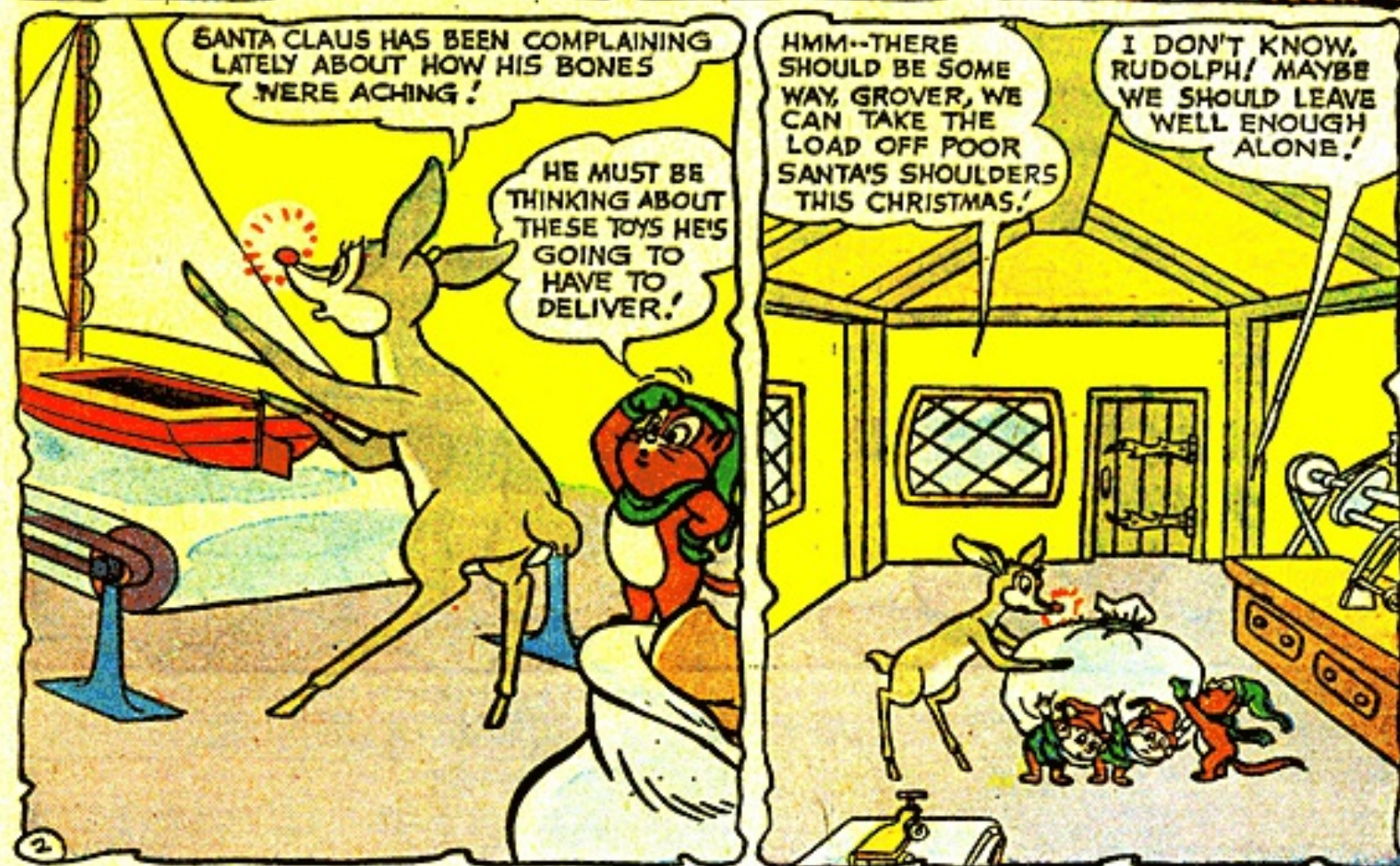


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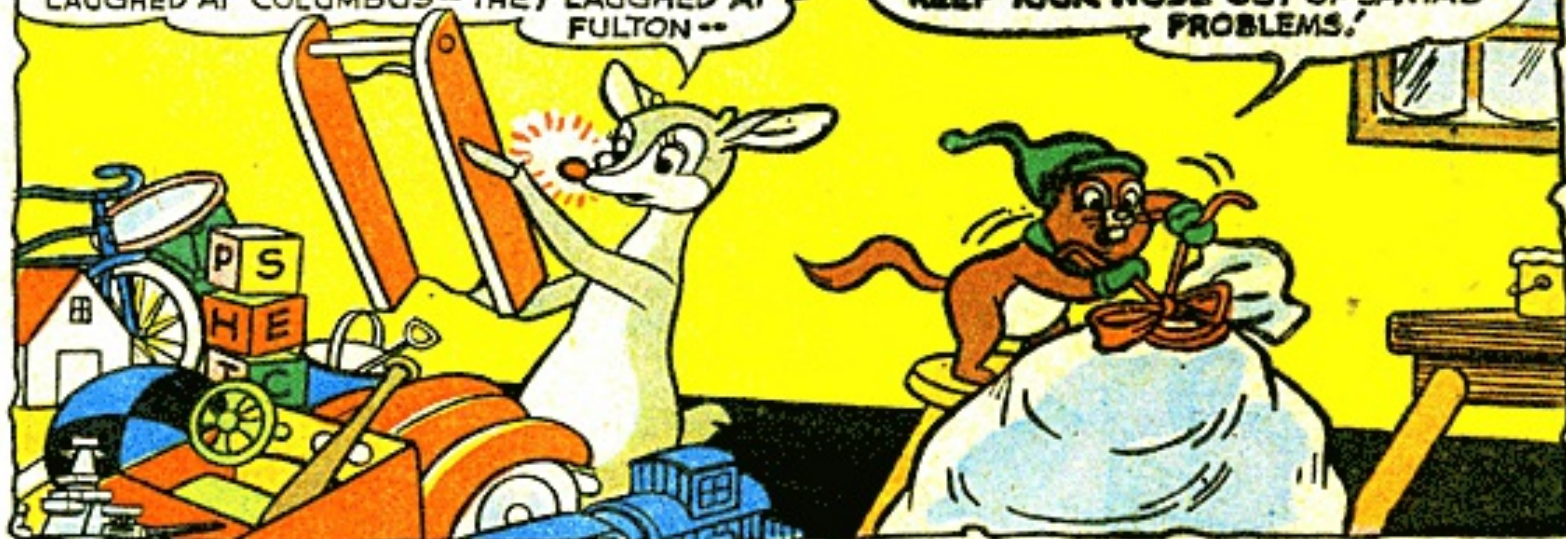


RUDOLPH the Red-Nosed Reindeer



GOLLY, GROVER! IF EVERYBODY FELT THAT WAY, THERE'D NEVER BE ANY PROGRESS! THEY LAUGHED AT COLUMBUS-- THEY LAUGHED AT FULTON--

YEAH! AND THEY'LL LAUGH AT YOU, TOO! TAKE MY ADVICE, RUDOLPH, KEEP YOUR NOSE OUT OF SANTA'S PROBLEMS!



SAY! THAT GIVES ME AN IDEA!

OH! OH! HERE WE GO AGAIN!



I'LL BET I CAN DISCOVER A CHEMICAL THAT'LL SHRINK TOYS JUST UNTIL THEY'RE DELIVERED--



OH BOY! WON'T SANTA BE SURPRISED WHEN HE FINDS OUT WHAT I'M DOING!

YEAH! AND HE'LL BE ANGRY, TOO!





RUDOLPH the Red-Nosed Reindeer



GOLLY, GROVER--DON'T BE SUCH AN OLD FUDDY DUD! WHY NOT LOOK AT THE BRIGHT SIDE OF THINGS!

I--I--AM--

F-FROM THE LOOKS OF THINGS, IT'S GOING TO BE VERY BRIGHT ANY SECOND--

GULP!

BARDOOM!

CRASH!



RUDOLPH the Red-Nosed Reindeer



ARE YOU ALL RIGHT, GROVER?

YES, RUDOLPH!
NO THANKS
TO YOU!



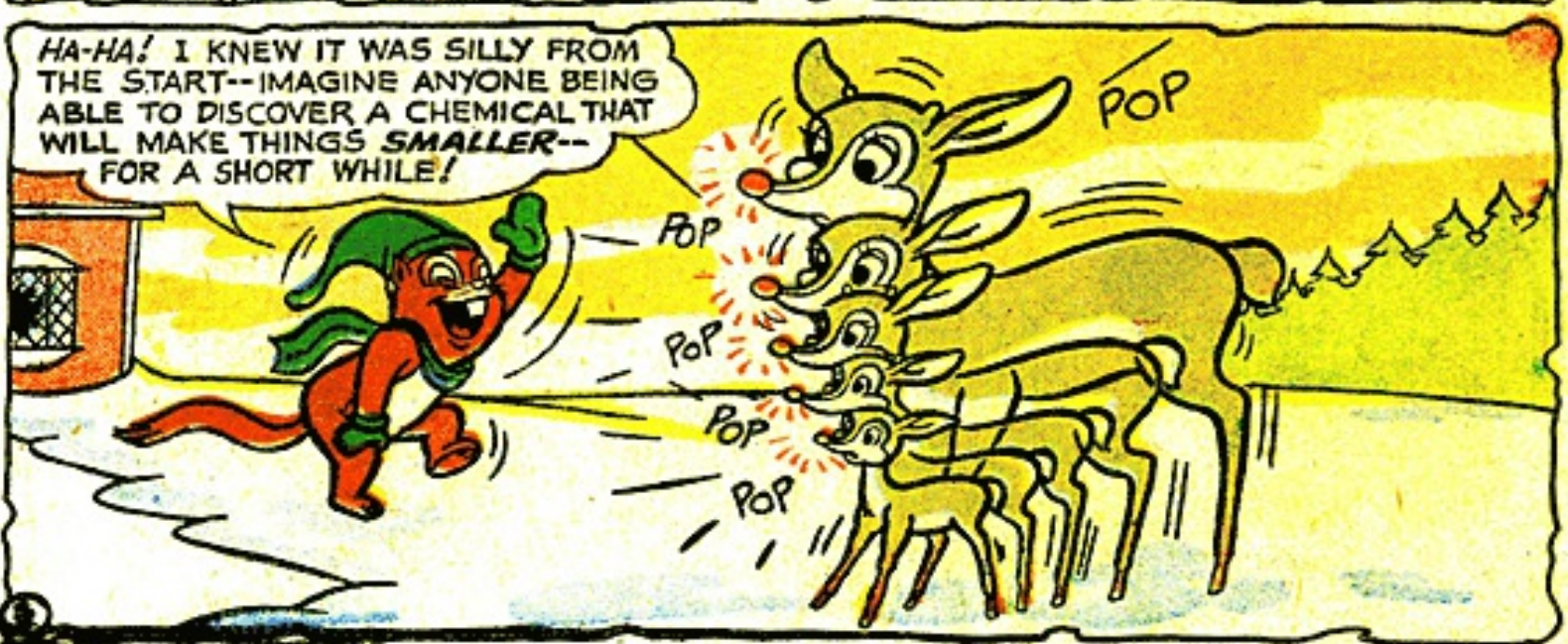
DON'T GET MAD! AFTER
ALL, I WAS ONLY
THINKING ABOUT
HELPING SANTA
CLAUS' OLD
ACHING BONES!

YEAH--



NOW, BESIDES
CARRYING THE
CHRISTMAS TOYS,
HE'LL HAVE TO
FIX UP THE
WORKSHOP
WHEN HE
GETS BACK!

WELL, YOU MUST ADMIT
IT WAS A GOOD IDEA
IF IT WORKED!



HA-HA! I KNEW IT WAS SILLY FROM
THE START--IMAGINE ANYONE BEING
ABLE TO DISCOVER A CHEMICAL THAT
WILL MAKE THINGS **SMALLER**--
FOR A SHORT WHILE!

POP

POP

POP

POP

POP





HMM--THIS BOOK MIGHT
BE A HELP TO RUDOLPH!
GULP! IT'S SANTA!

WHAT'S GOING
ON DOWN
THERE?



START RUNNING! I
HEARD SANTA CLAUS
COMING!

GULP!



WHOOOSH!



THERE SHOULD BE A
SECTION ON HOW TO
MAKE THINGS **BIGGER**--
HURRY UP!

I'M LOOKING! I'M
LOOKING! D-D-DON'T
GET EXCITED!





RUDOLPH the Red-Nosed Reindeer



AH! HERE IT IS-- "IN CASE
CHEMICALS ACCIDENTALLY SPILL
ON YOU AND MAKE
YOU SMALLER--"



"--GO WEST, YOUNG MAN, GO WEST--
YOU'LL NEED GENUINE CACTUS
JUICE TO BRING
YOU BACK TO
YOUR ORIGINAL
SIZE!"



CACTUS JUICE?! WELL,
C'MON! WHAT ARE
YOU WAITING
FOR?



ER--YOU FORGOT ONE LITTLE
DETAIL--HOW DO WE GET
THERE?!

THE HELICOPTER!
WHAT ELSE?

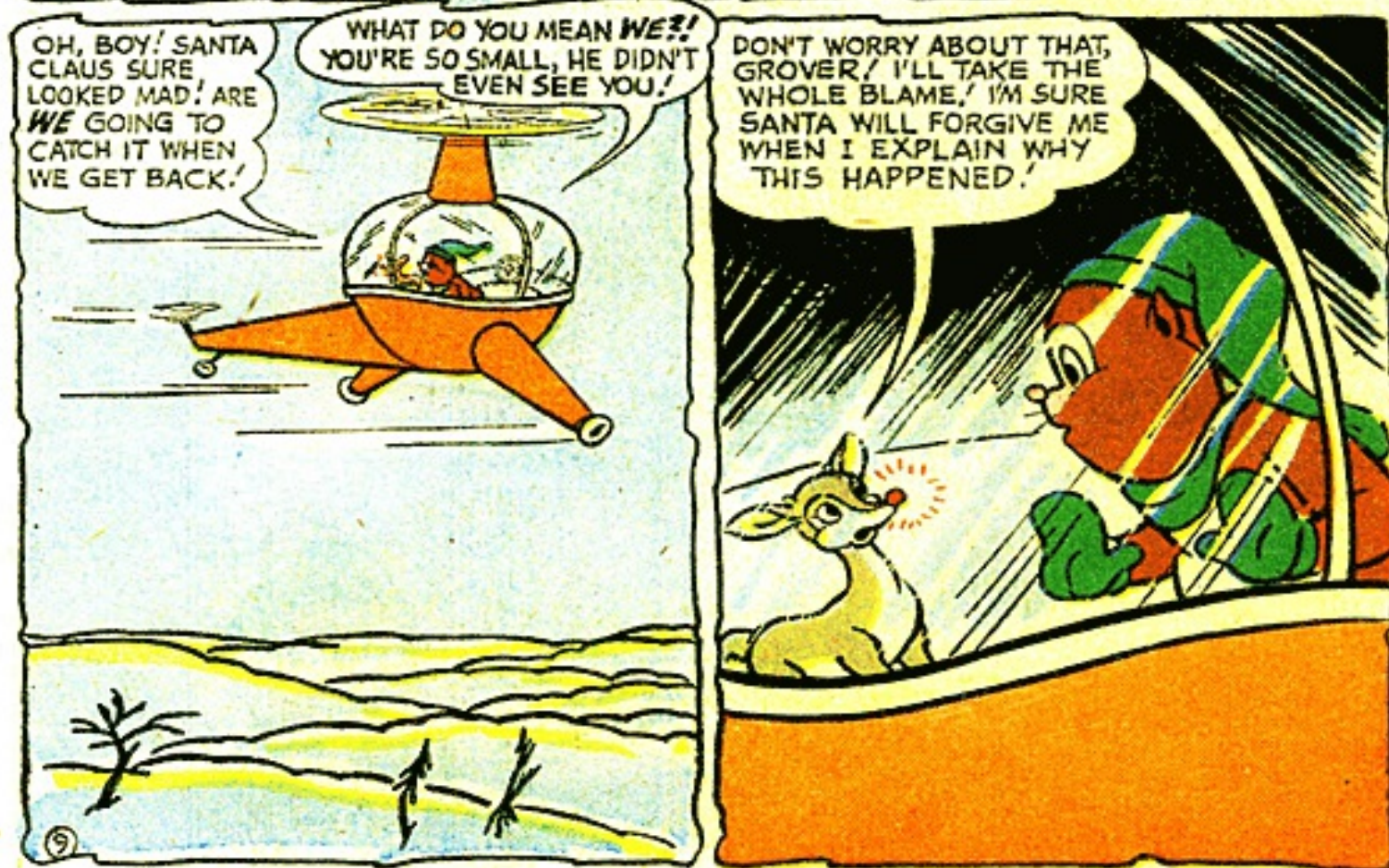
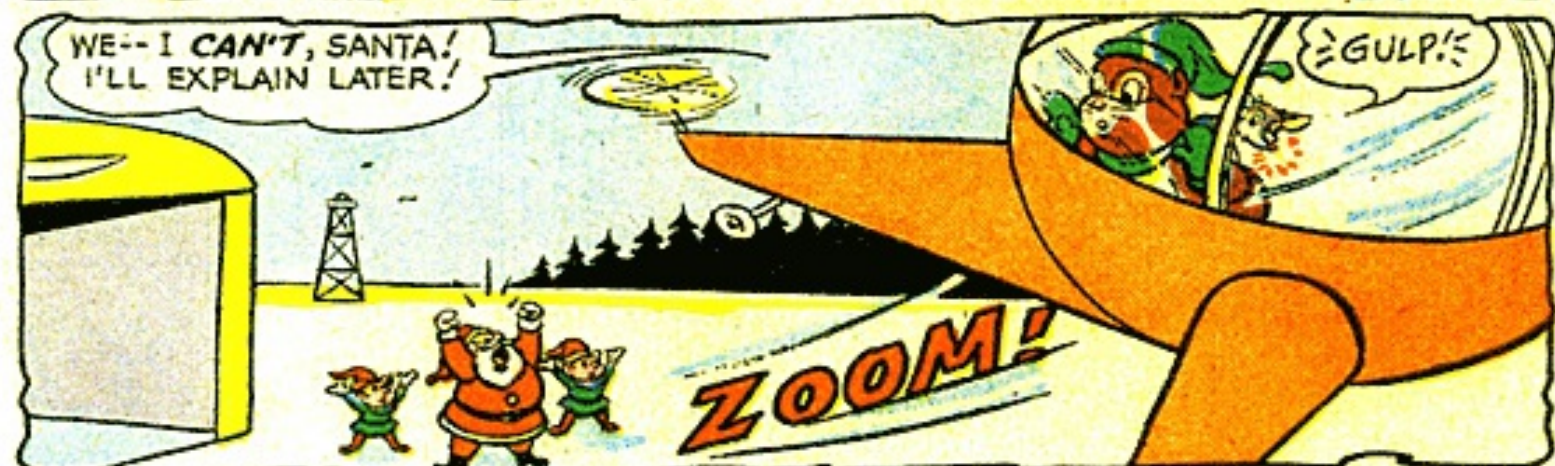
OH-OH! SANTA CLAUS
ISN'T GOING TO
LIKE THIS!

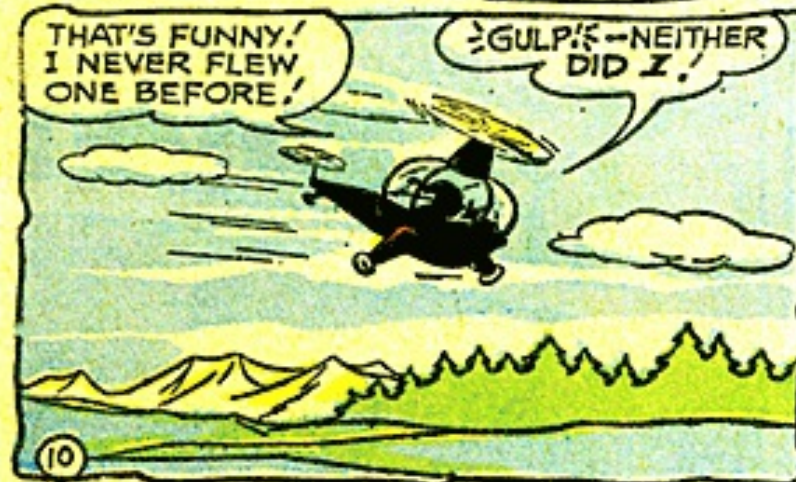


HAVEN'T I GOT
ENOUGH TROUBLE
WITHOUT YOU
MAKING UNNECESSARY
REMARKS!?

OKAY--OKAY!
JUST REMEMBER,
THIS WAS *YOUR*
IDEA!





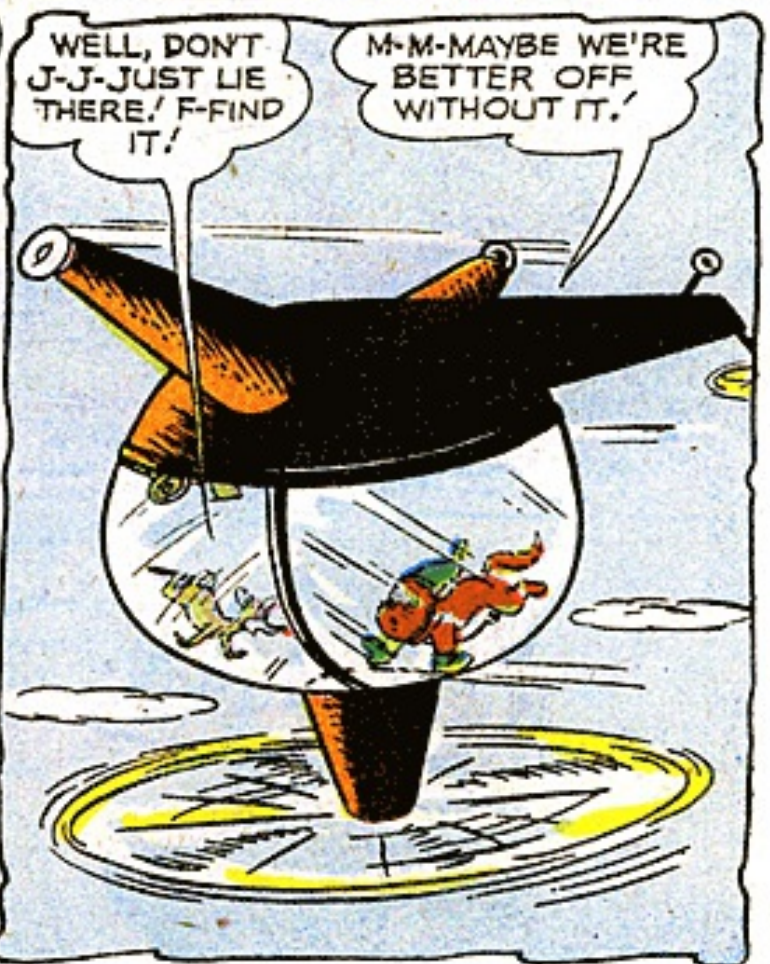
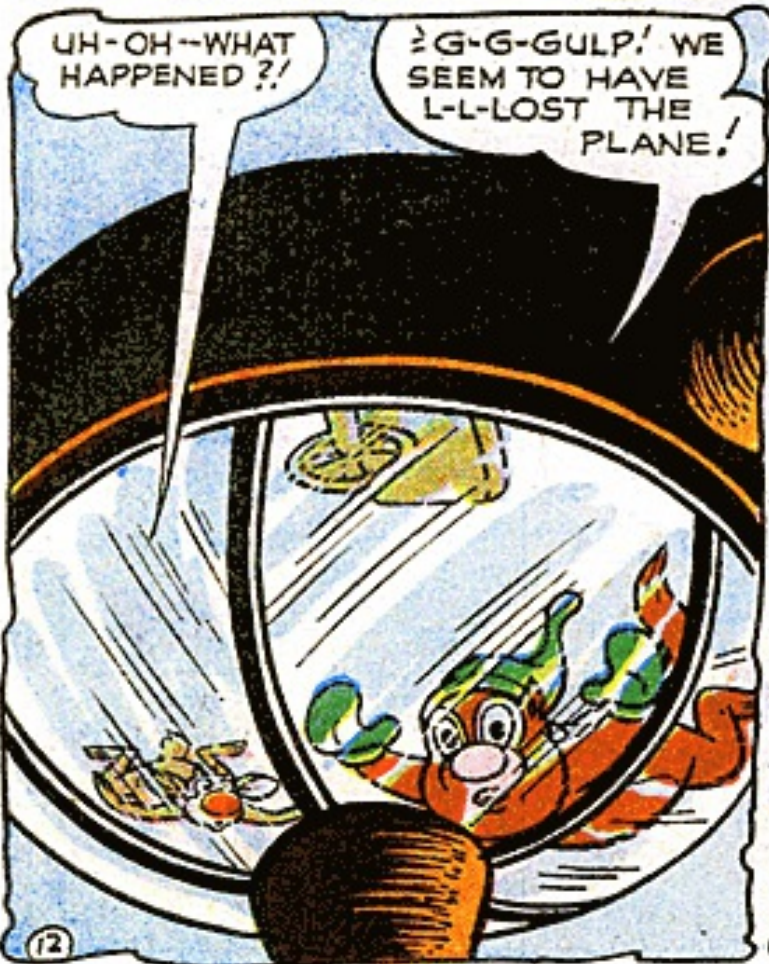
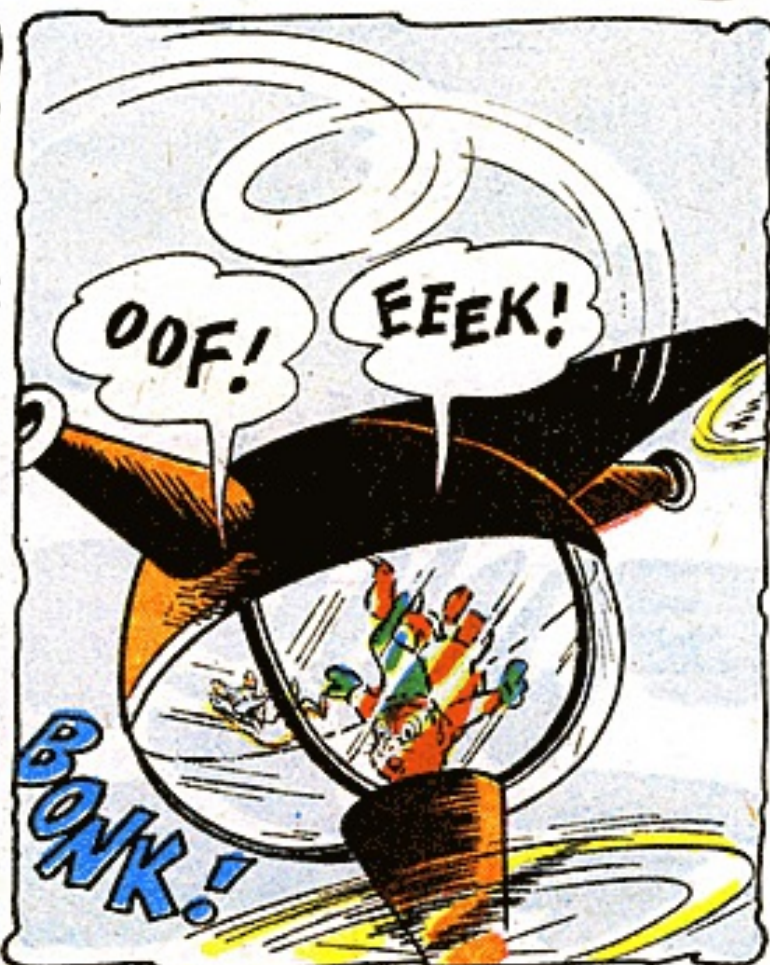
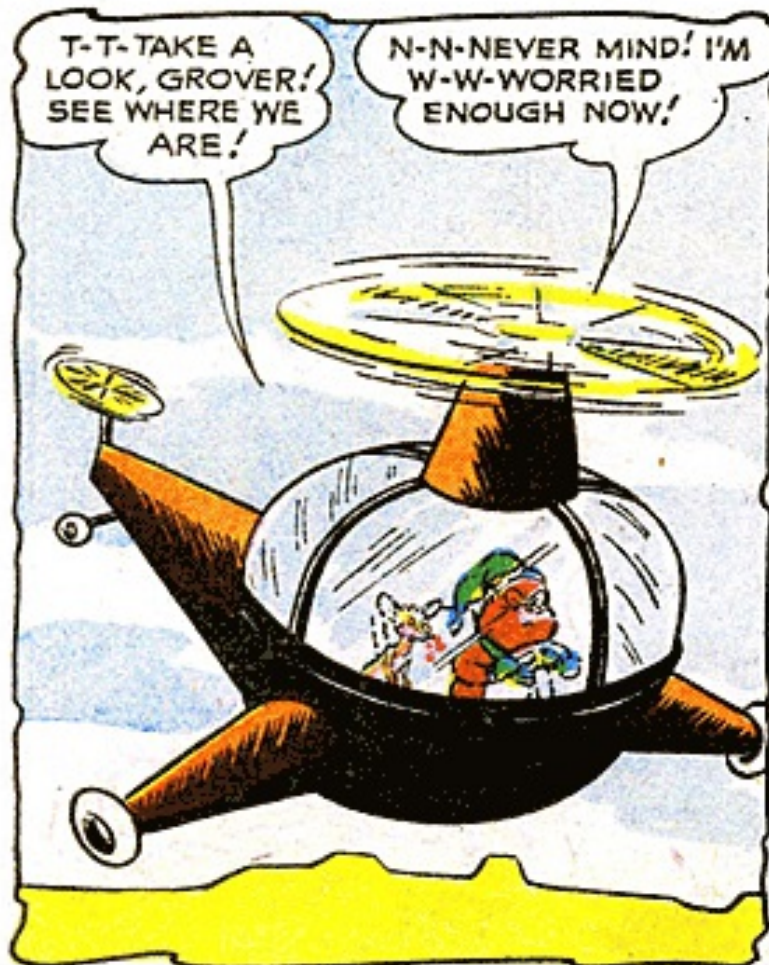


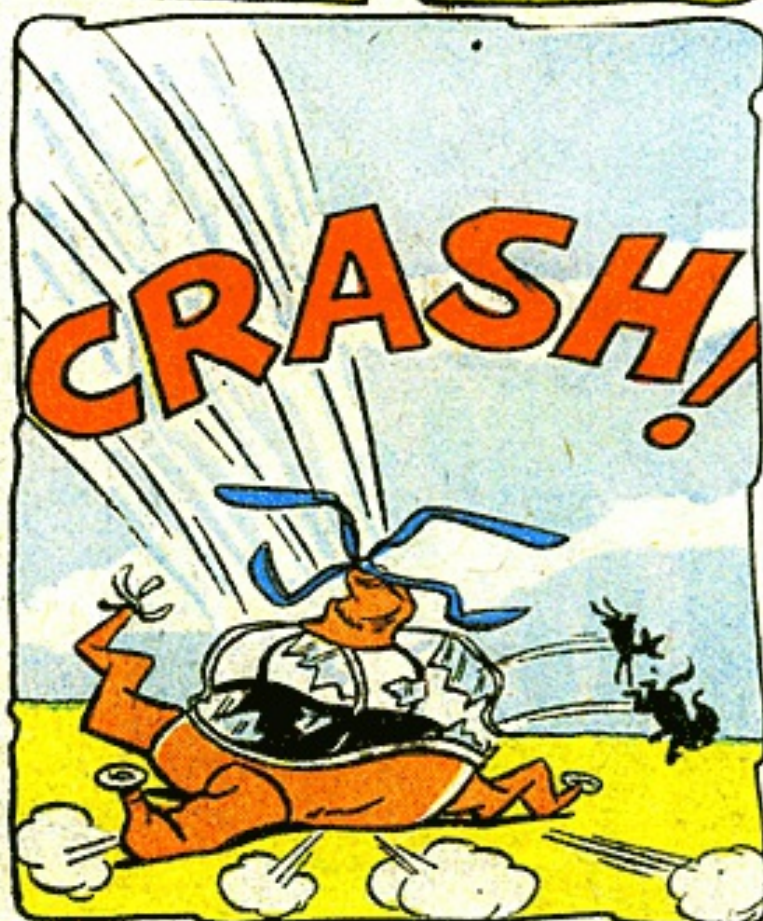
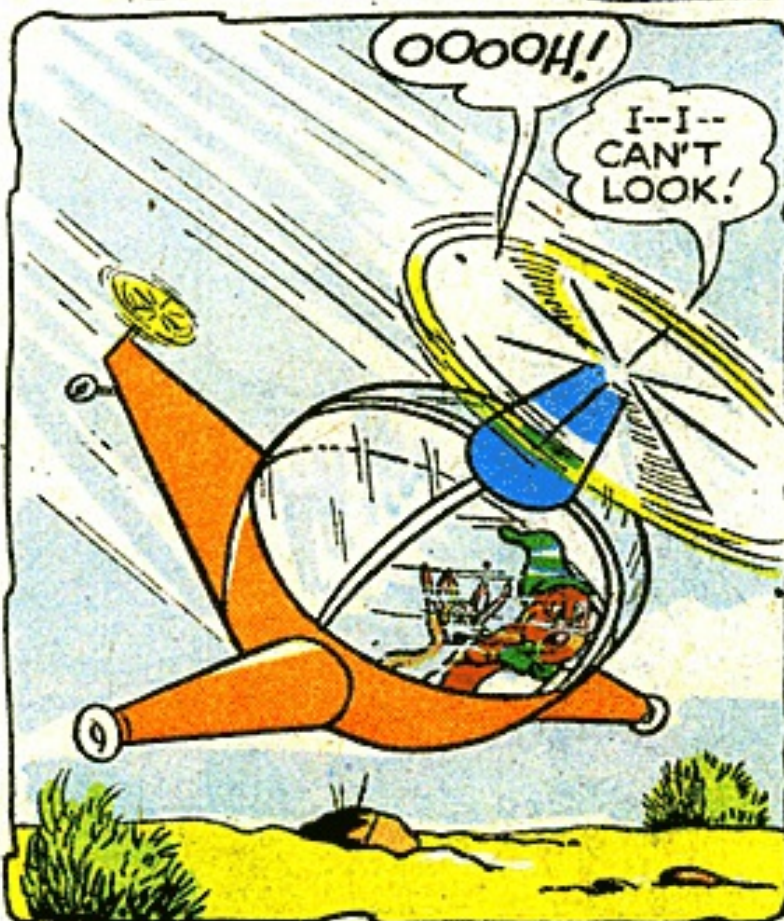
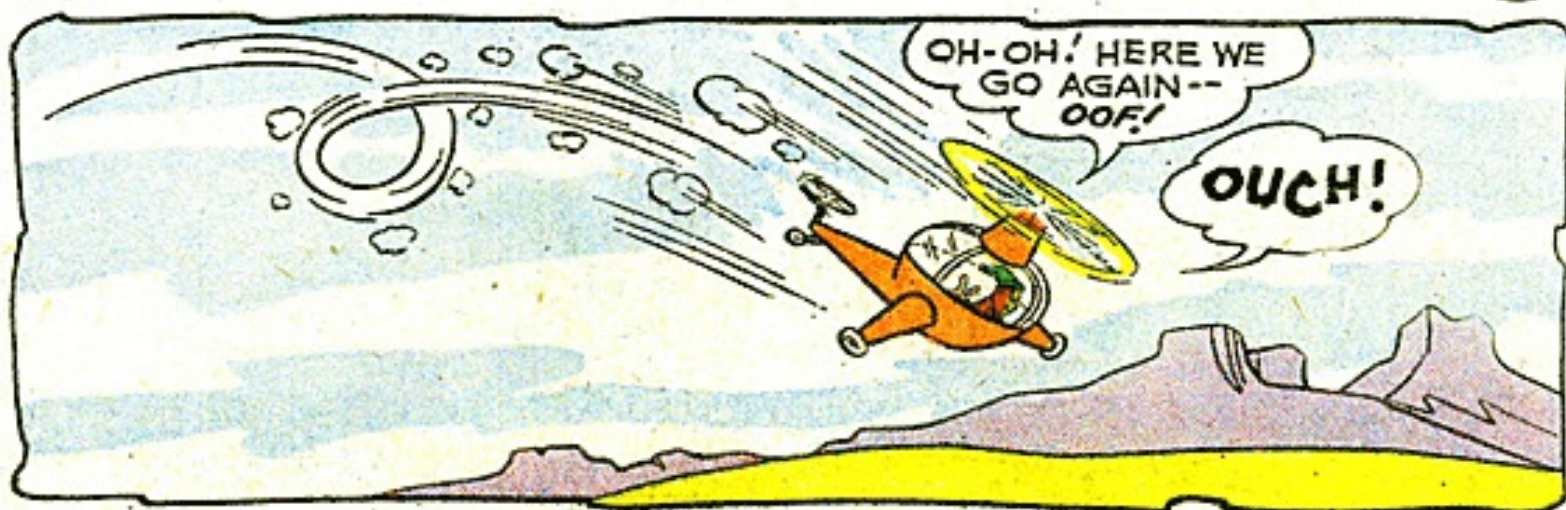
YOU AND YOUR
IDEAS, RUDOLPH!

THE-THE TOYS
WERE TOO BIG
FOR SANTA TO
CARRY!

H-H-H-HIS OLD
BONES WERE
ACHING!

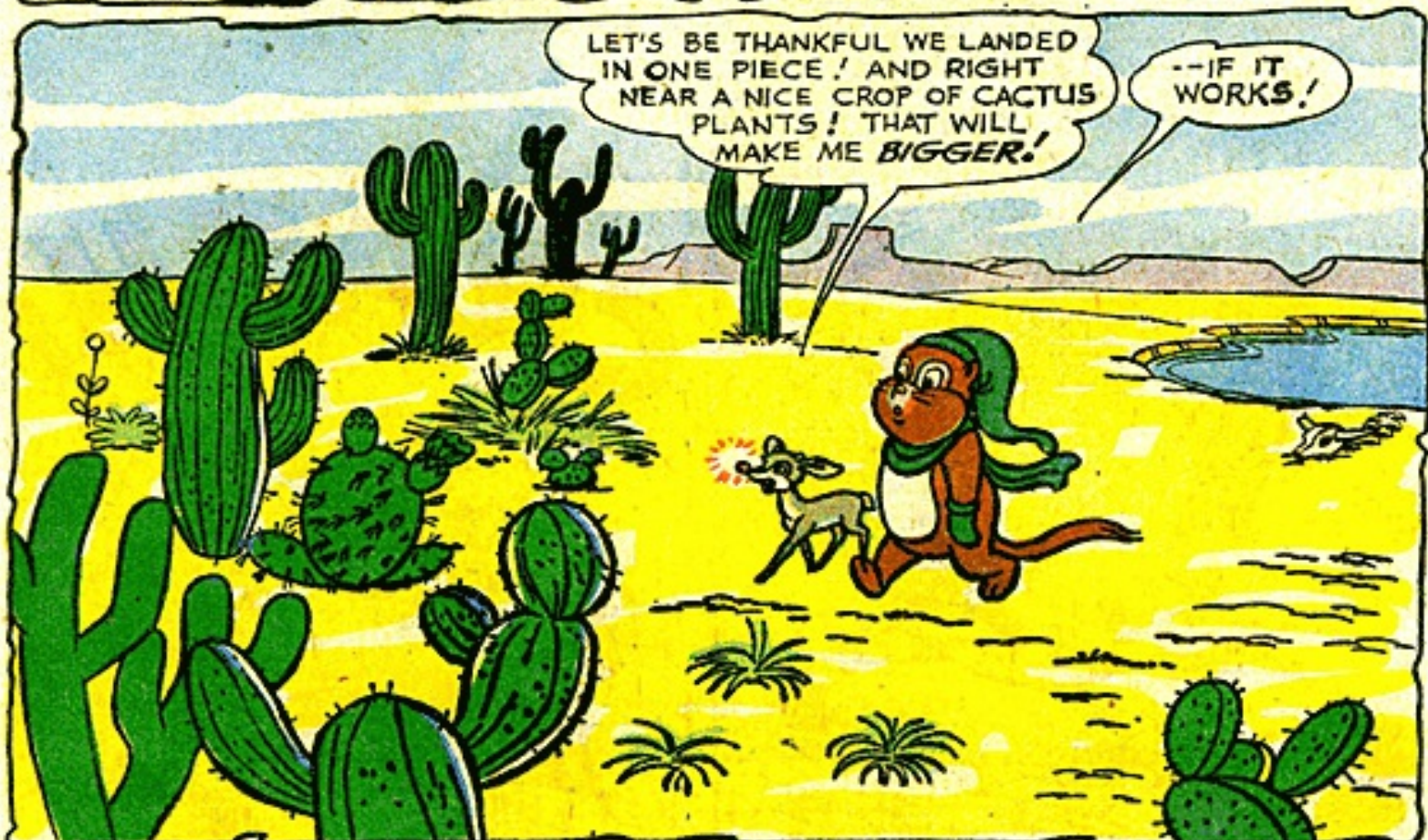
W-W-W-E'LL BE
LUCKY IF WE C-C-COME
OUT OF THIS WITH
ANY BONES-OLD
OR OTHERWISE!

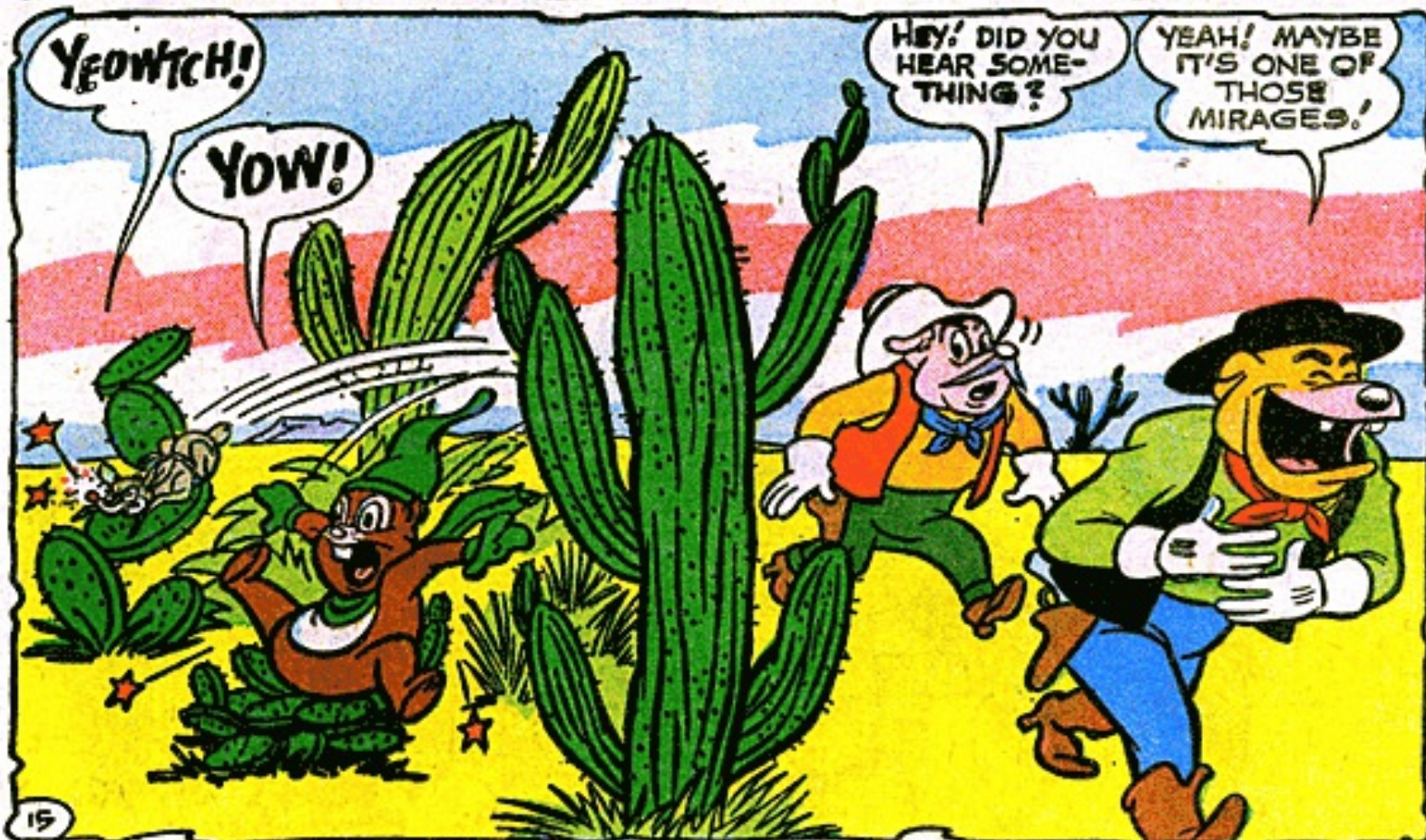


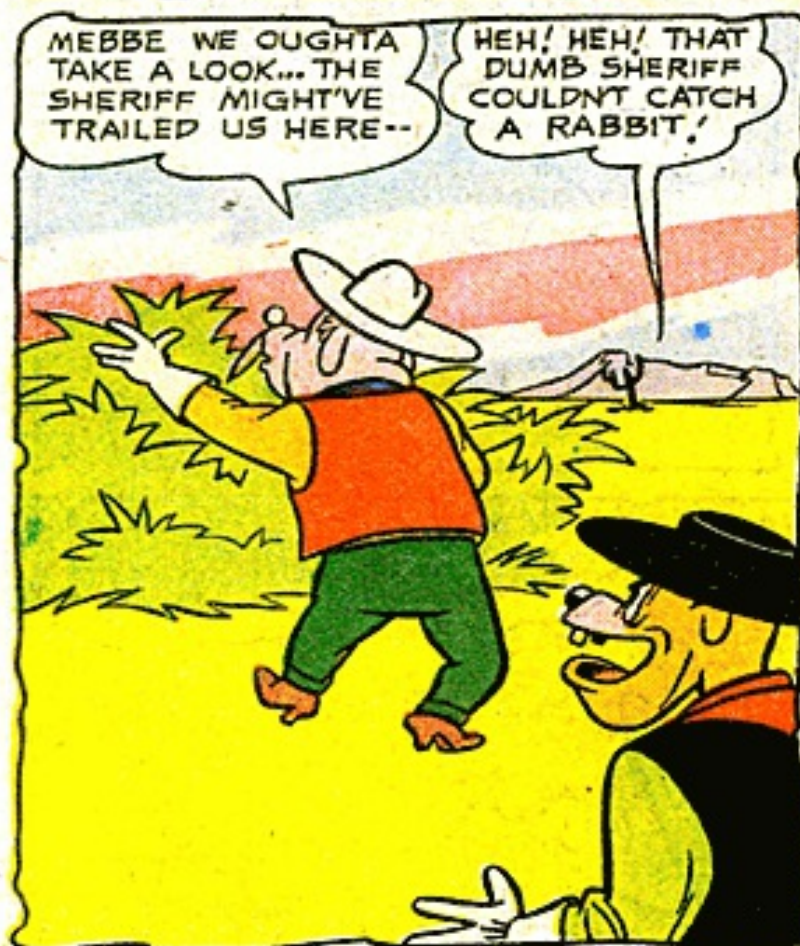




RUDOLPH the Red-Nosed Reindeer









RUDOLPH the Red-Nosed Reindeer



WHATTA WE WAITIN' FOR?-- THEY WANT SOME CACTUS-- LET'S GIVE IT TO THEM!

YEAH! THAT'S A GOOD IDEA!



YOU'RE BOTH VERY NICE-- HEH! HEH! WE THOUGHT YOU WERE OUTLAWS!



HAWR! HAWR! LET'S JUST SAY WE'RE NICE OUTLAWS! --

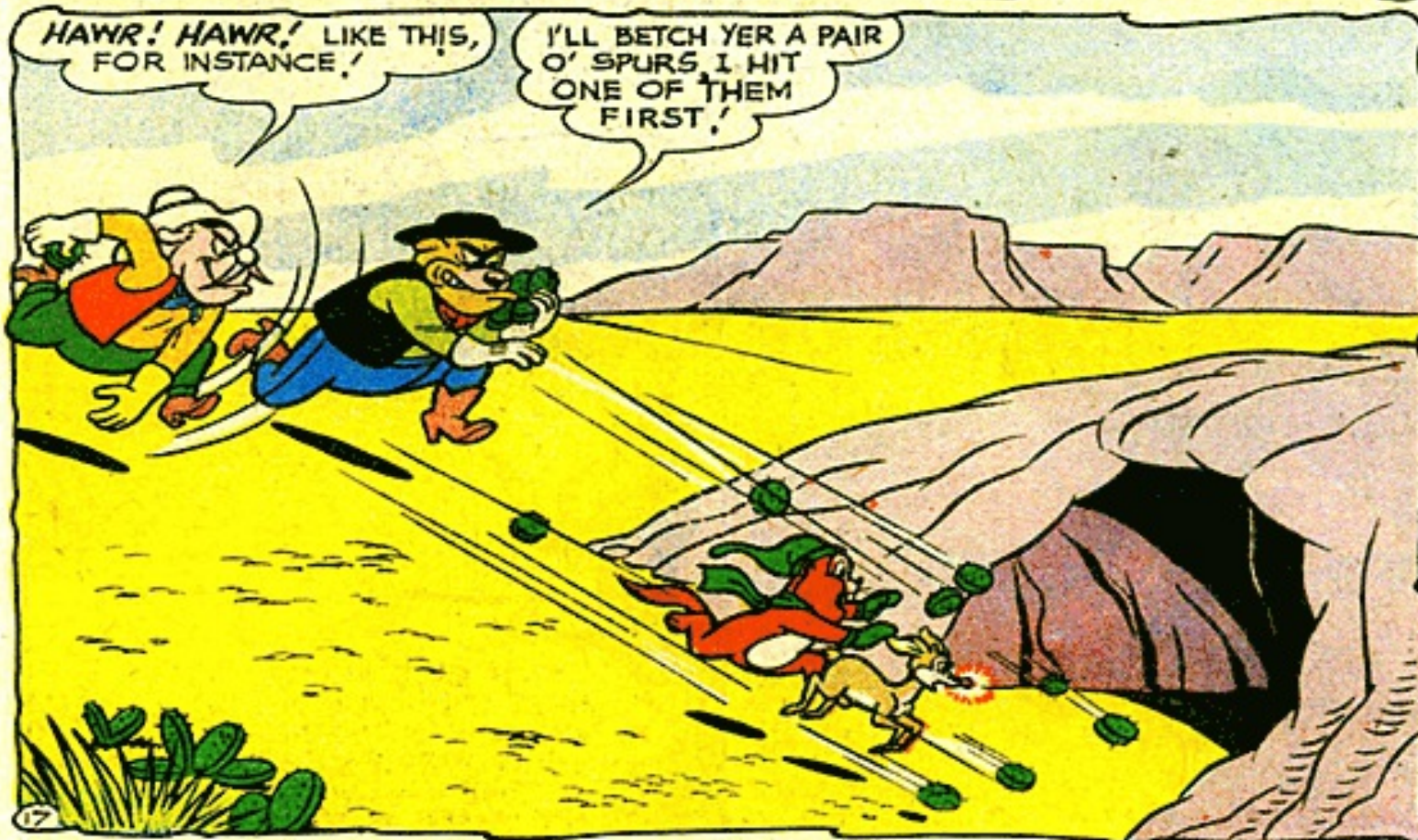
YEAH! WHO LIKE TO DO MEAN THINGS!

ER-- ?GULP?-- YOU DO ? LIKE WHAT FOR INSTANCE -- ?

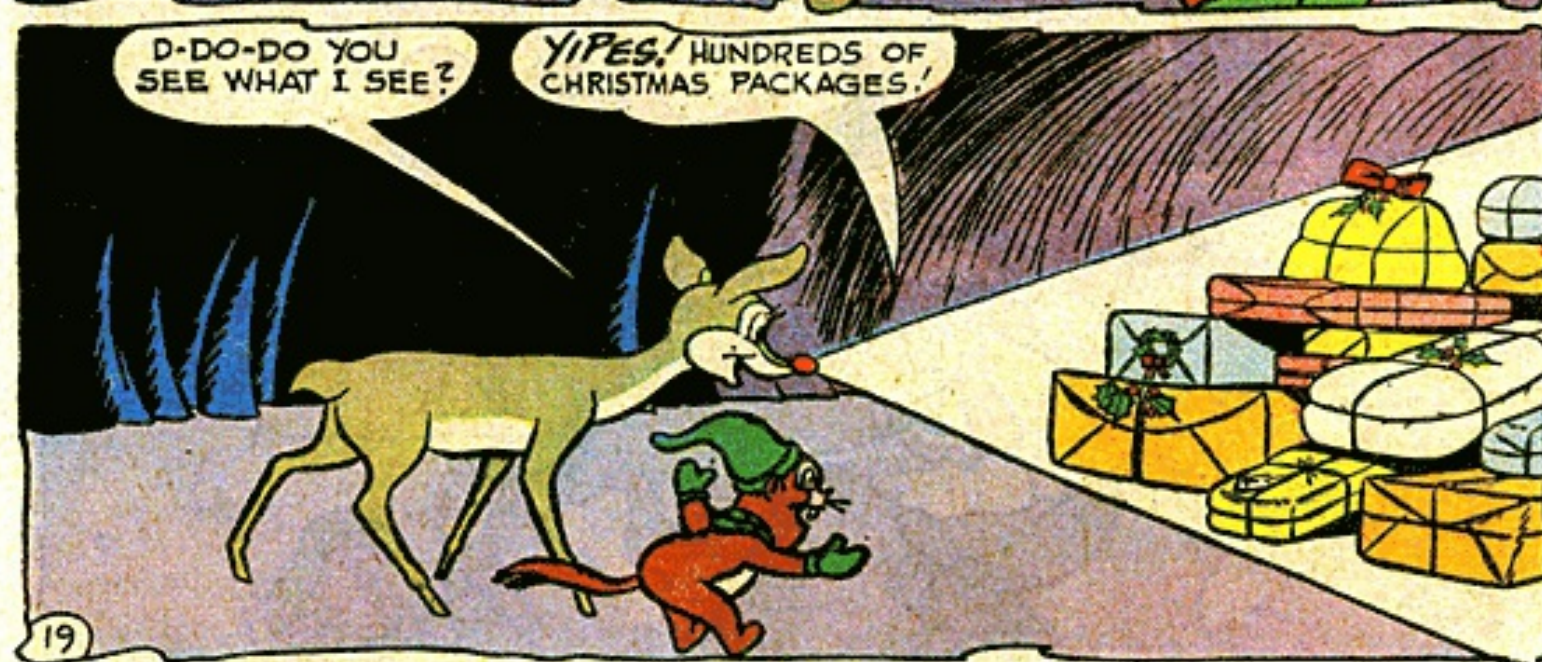
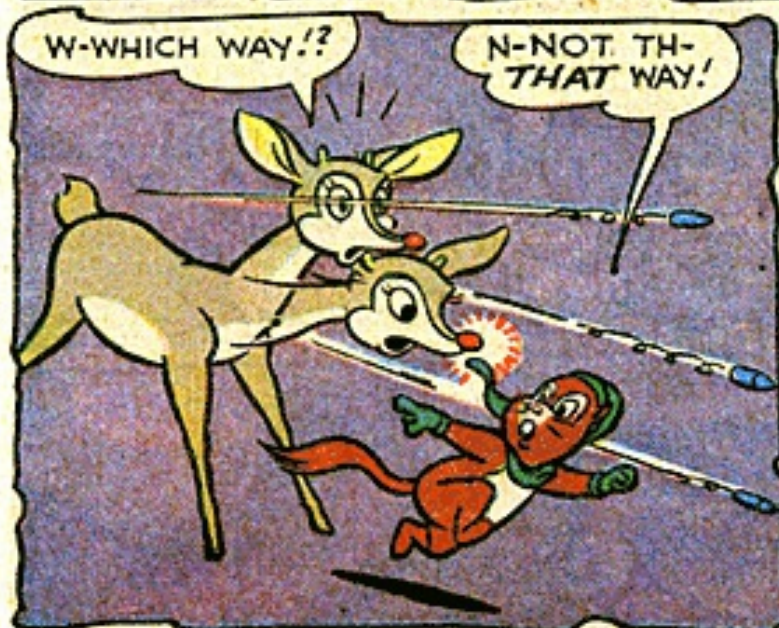
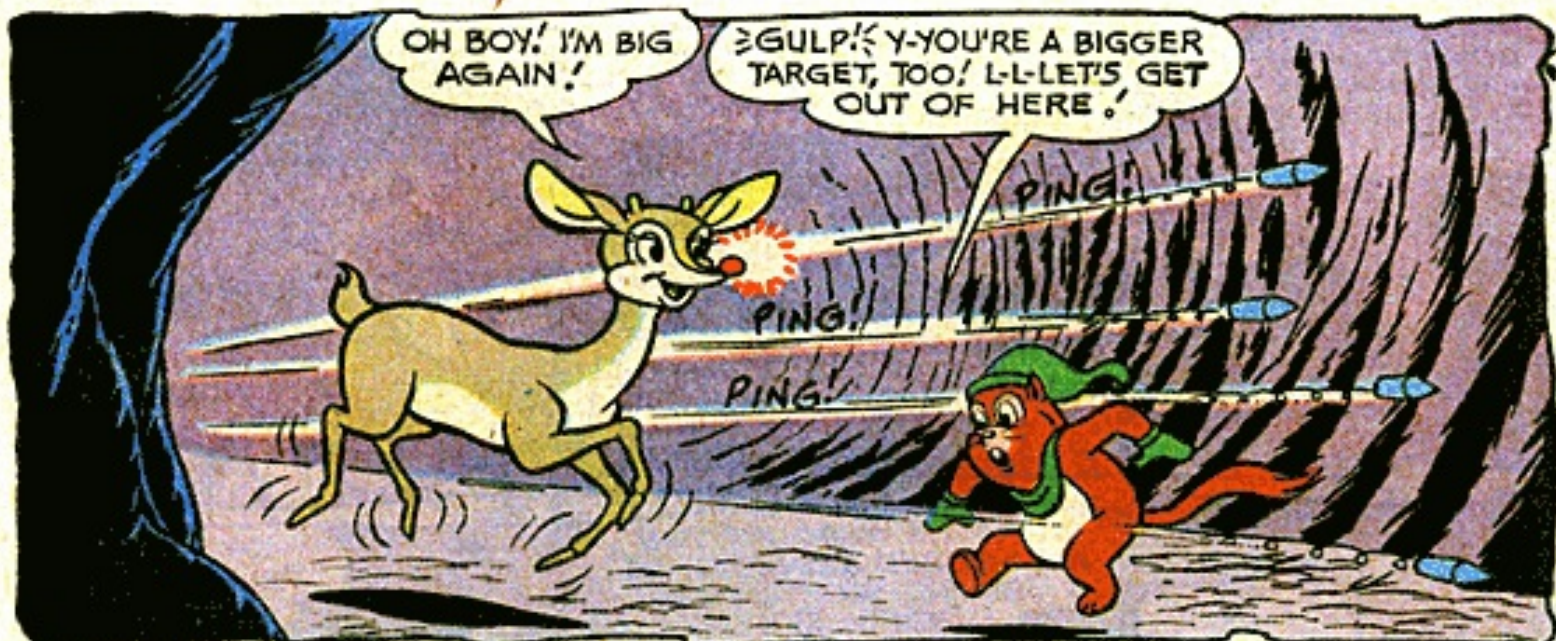


HAWR! HAWR! LIKE THIS, FOR INSTANCE!

I'LL BETCH YER A PAIR O' SPURS I HIT ONE OF THEM FIRST!







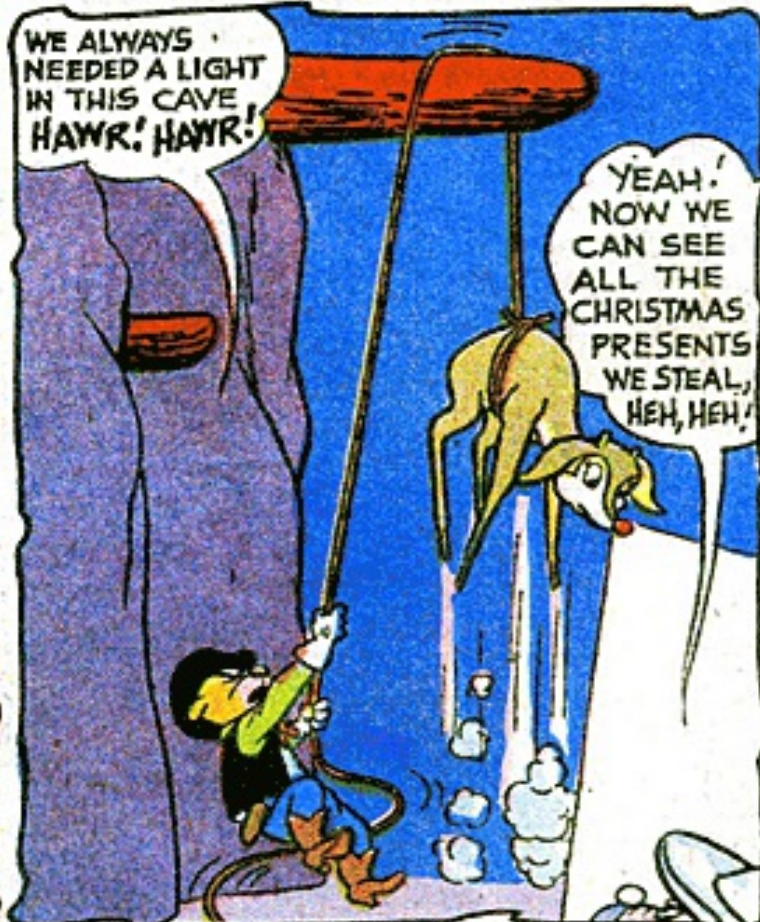


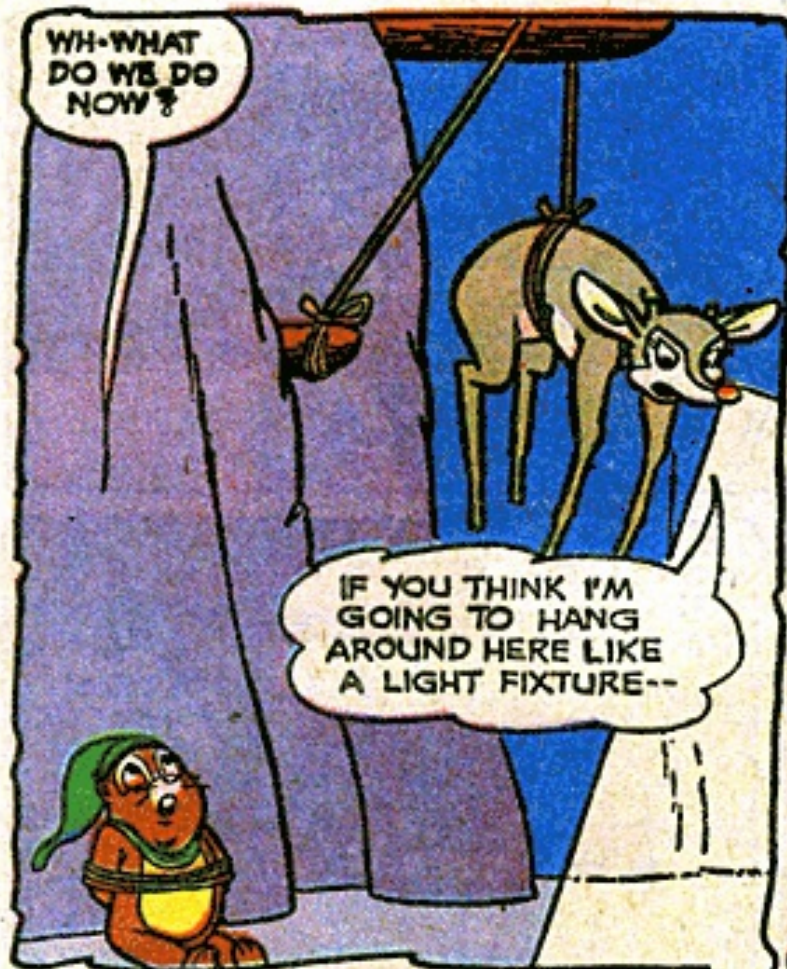


MOMENTS
LATER...

IF SANTA CLAUS USES THIS
CRITTER'S NOSE, SO CAN
WE!

WHATTA YA GONNA DO
WITH HIM?







COME BACK HERE, GROVER! DON'T YOU REALIZE IT'S OUR DUTY TO CAPTURE THE OUTLAWS?

ER--NO! I'VE DECIDED TO LET THE SHERIFF OF THIS TOWN TAKE CARE OF THAT!



GROVER! THOSE BAD MEN ARE **CHRISTMAS PRESENT RUSTLERS!** THAT'S EVEN WORSE THAN **HORSE THIEVES!**

ER-- I'LL ADMIT THAT'S BAD--

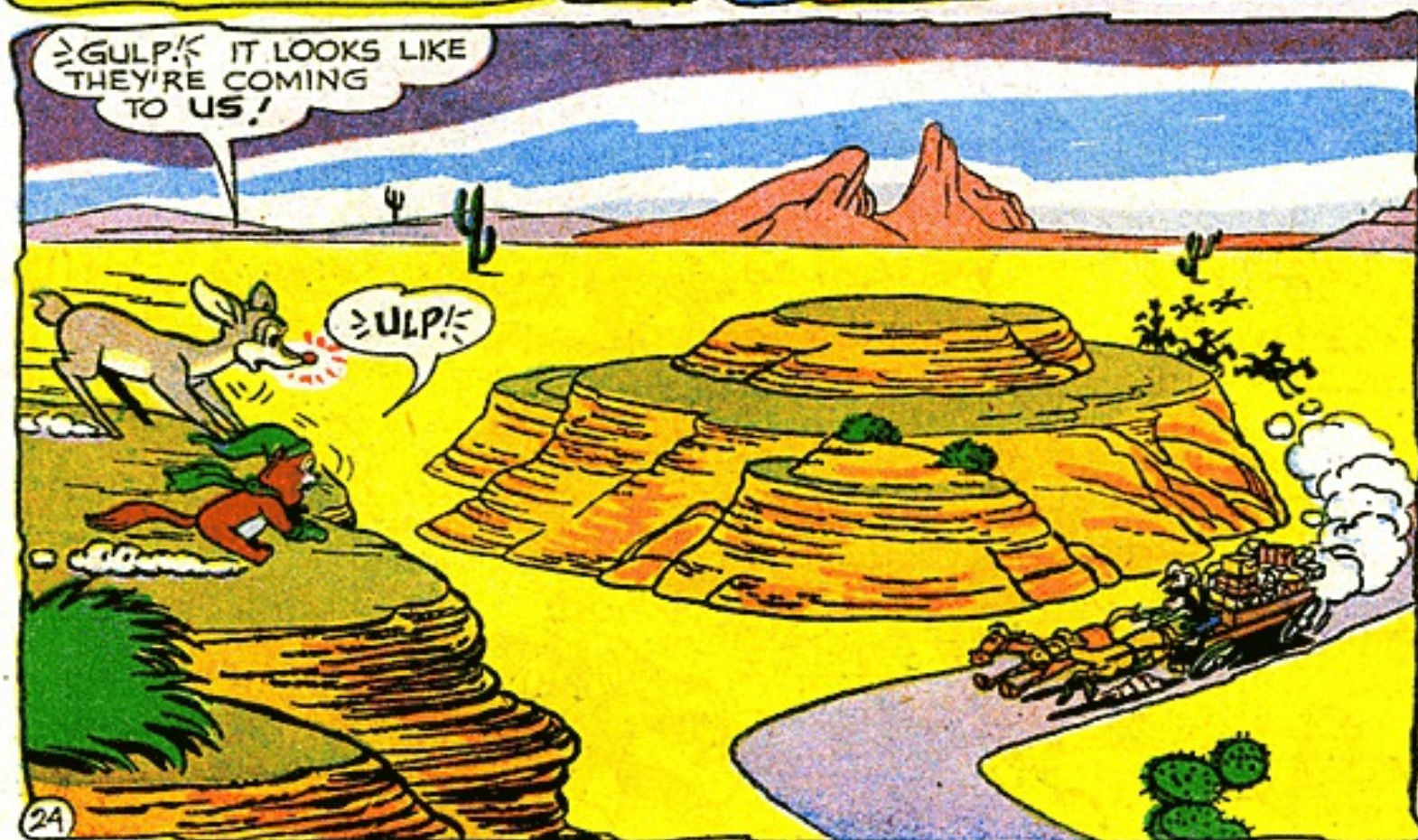
--BUT NOT BAD ENOUGH TO MAKE ME FORGET THEY ALSO HAVE **GUNS!** AND THAT I'M A **COWARD!**

OH, GROVER, I'M JUST AS SCARED AS YOU ARE! NOW STOP ARGUING AND COME ON!



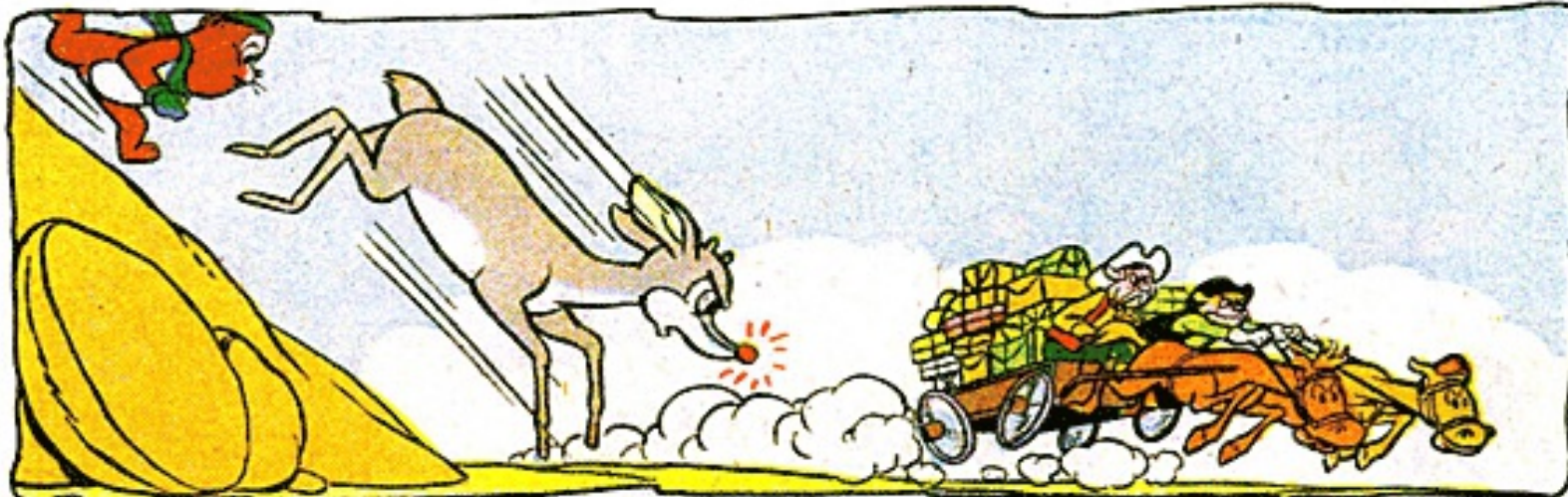
GULP! IT LOOKS LIKE THEY'RE COMING TO US!

GULP!



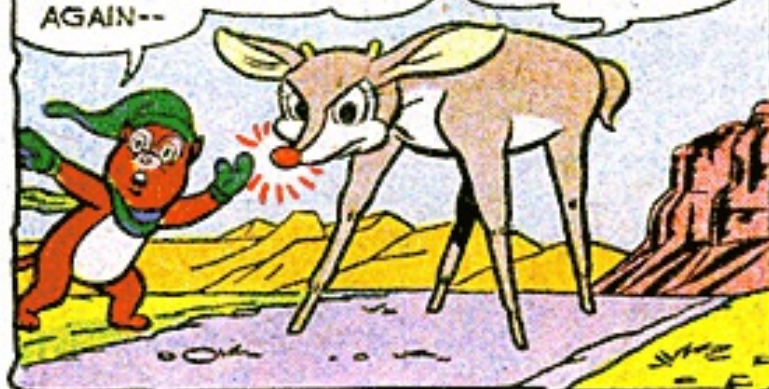


RUDOLPH the Red-Nosed Reindeer



C'MON, RUDOLPH, DON'T STAND HERE! TH-TH-THEY'LL SEE US AND CAPTURE US AGAIN--

PUFF! NOT IF I CAN HELP IT! I'M REAL MAD!



I KNOW YOU'RE MAD, BUT YOU DON'T HAVE TO BE SILLY, TOO!

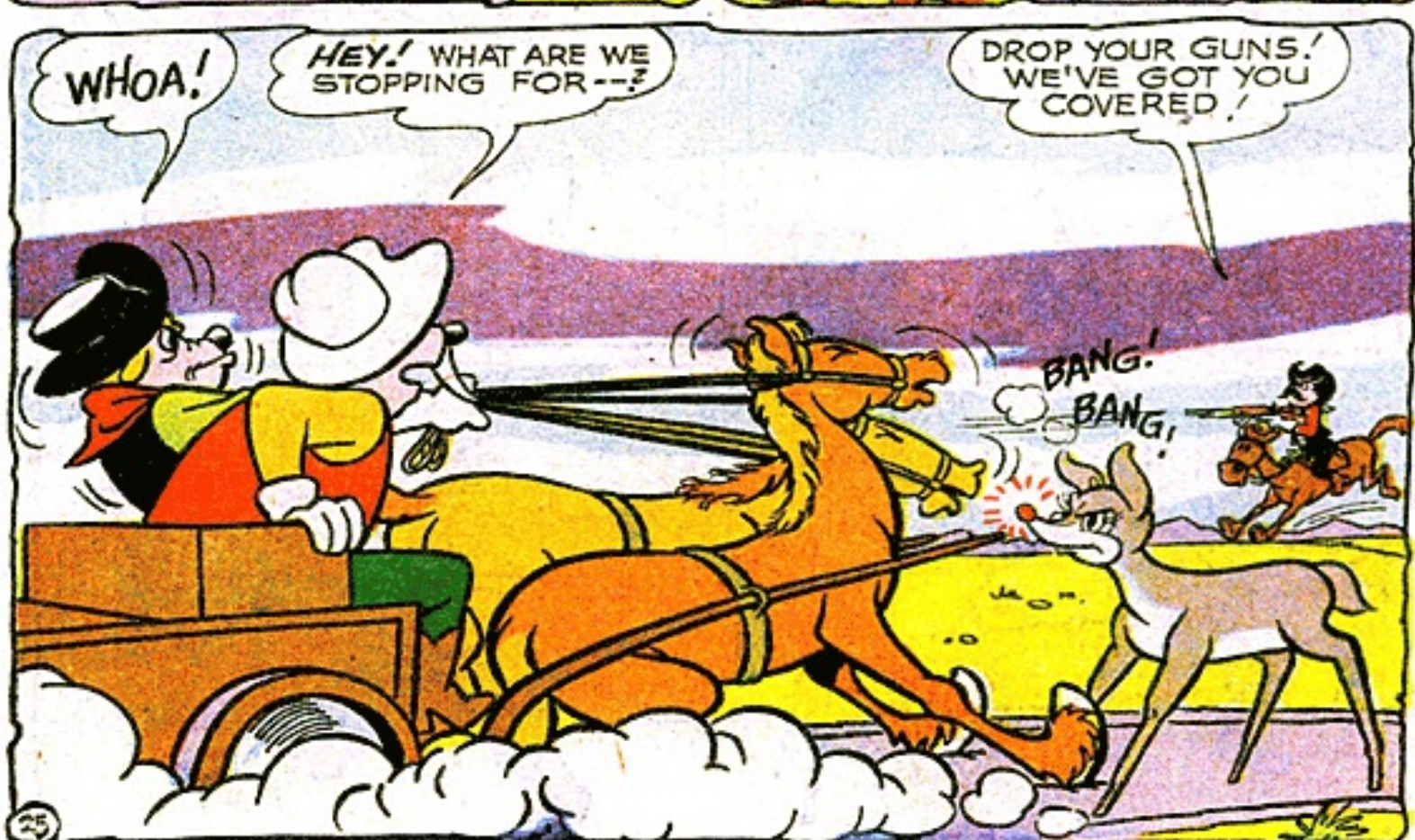
STOP!!



WHOA!

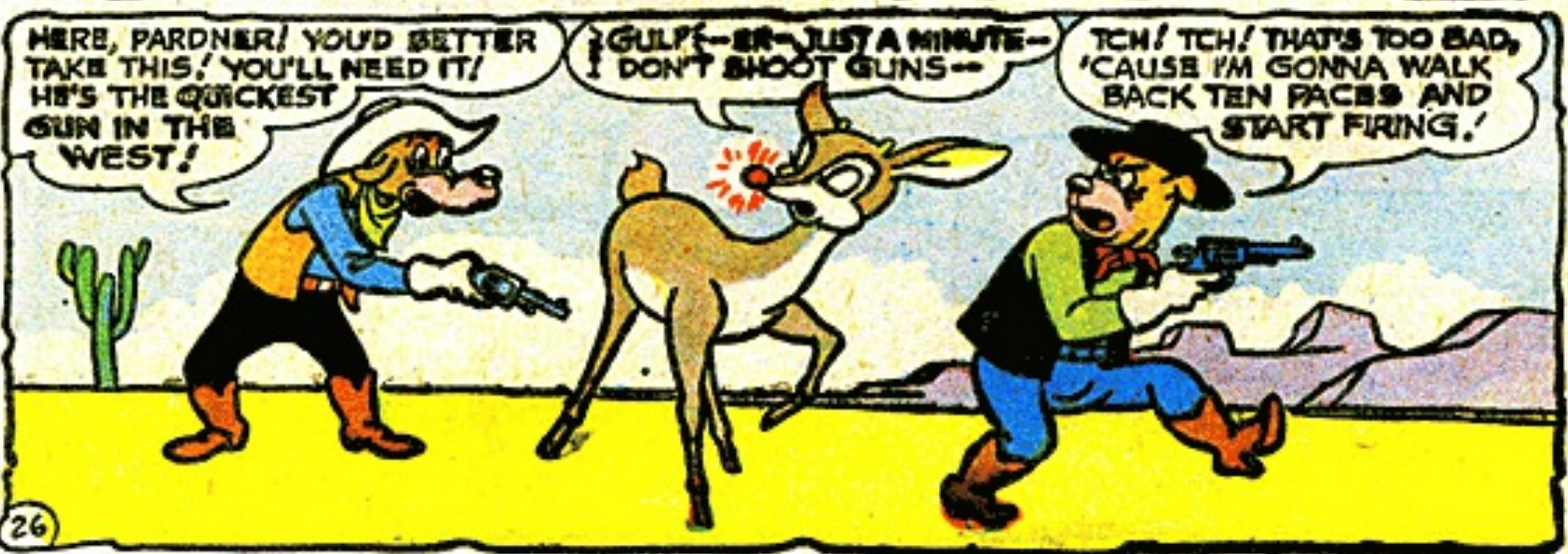
HEY! WHAT ARE WE STOPPING FOR--?

DROP YOUR GUNS! WE'VE GOT YOU COVERED!





RUDOLPH the Red-Nosed Reindeer





RUDOLPH the Red-Nosed Reindeer



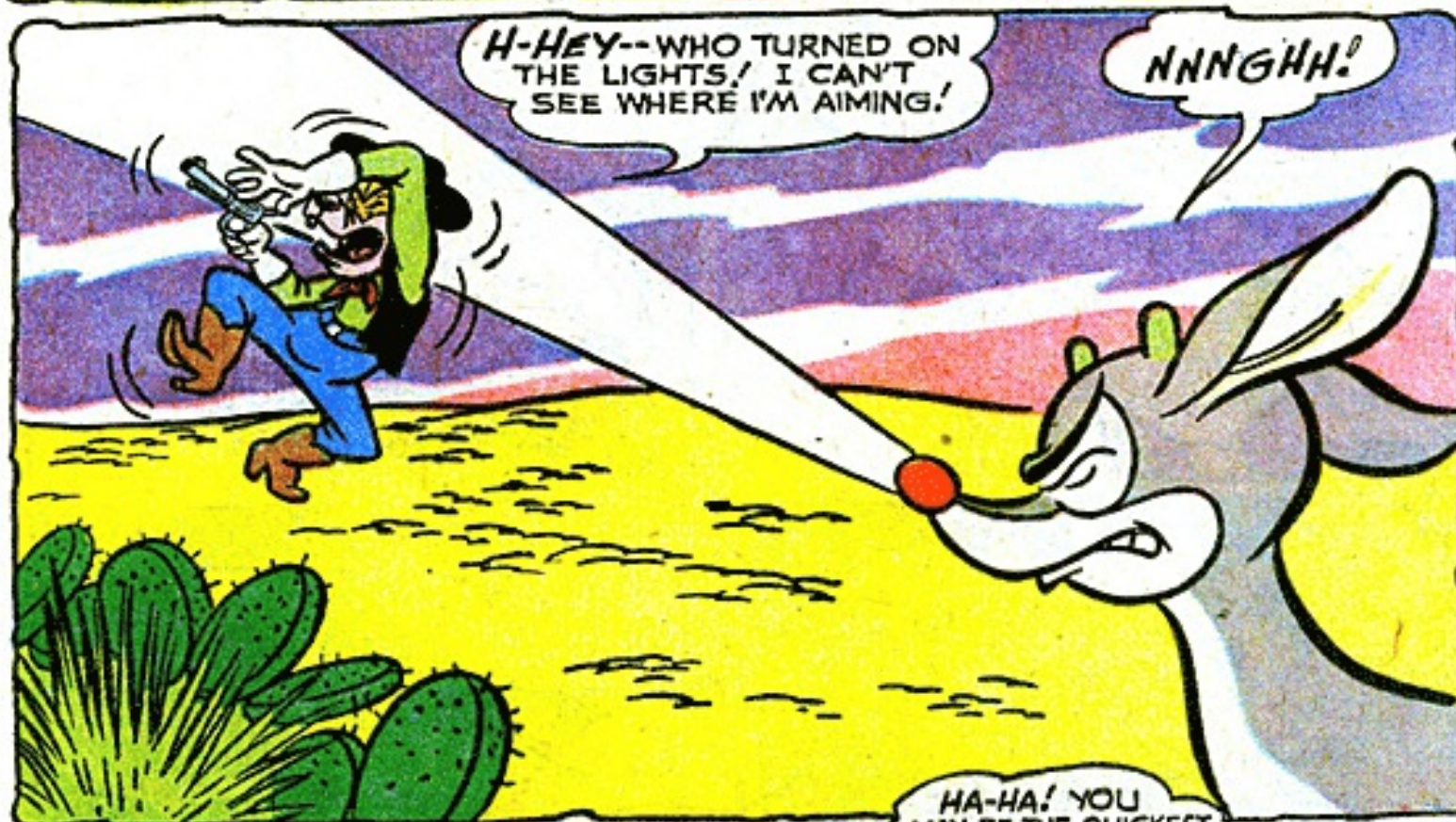
--SEVEN--EIGHT--NINE--TEN--
HERE I COME, READY OR NOT!

D-DON'T JUST
STAND THERE,
RUDOLPH--D-D-DO
SOMETHING!



H-HEY--WHO TURNED ON
THE LIGHTS! I CAN'T
SEE WHERE I'M AIMING!

NNNGHH!



WH-WHAT
HAPPENED?!

HA-HA! YOU
MAY BE THE QUICKEST
GUN IN THE WEST,
BUT RUDOLPH IS
THE QUICKEST NOSE
IN THE WEST! AND
HE OUTDREW YOU!







Rudolph asks:

"CAN YOU FIND"

6

PRESENTS *that*
A COWBOY WOULD LIKE TO RECEIVE AT CHRISTMAS?"



THE NAMES OF 6 COWBOY THINGS ARE HIDDEN IN THE BOXES. WITH YOUR PENCIL, DRAW A CONTINUOUS LINE, CONNECTING THE LETTERS OF EACH NAME YOU'RE HUNTING FOR. YOU MAY GO UP, DOWN, RIGHT OR LEFT.

EACH NAME YOU ARE SEEKING BEGINS WITH A WHITE LETTER. HOW MANY CAN YOU FIND?

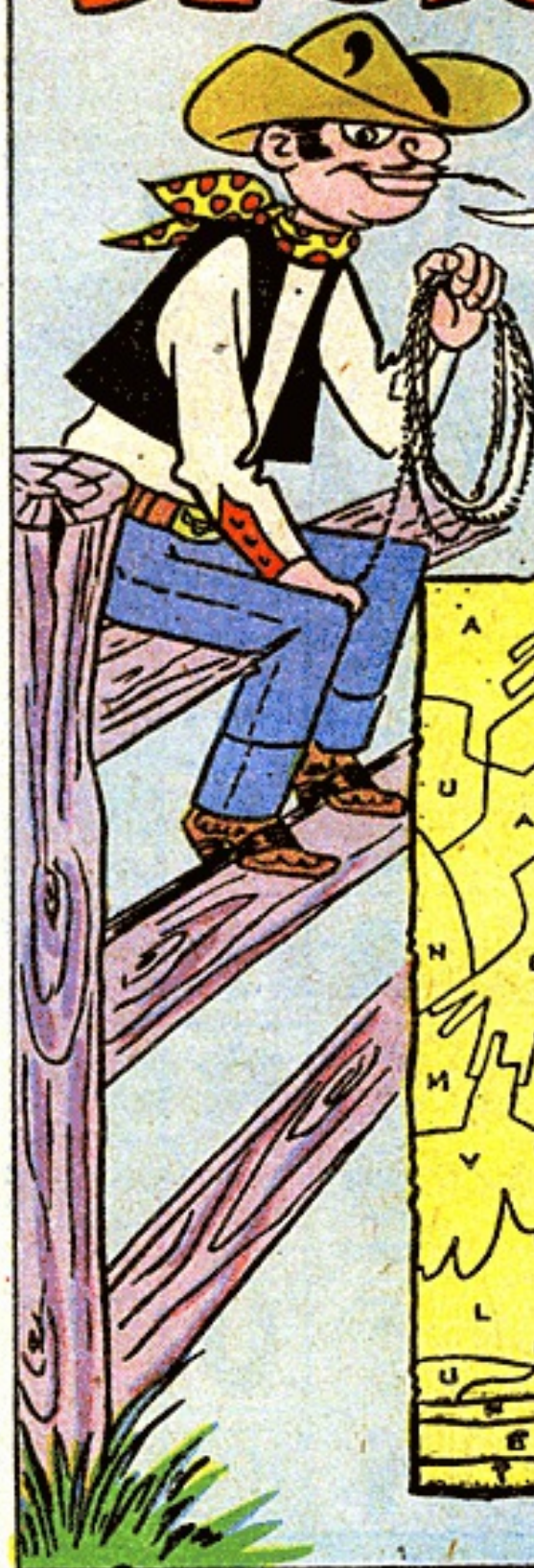
The answers are on the bottom of the page. NO PEEKING!

S	A	L	E	S
R	D	D	U	P
E	T	S	R	T
L	S	N	E	R
O	H	T	E	I
C	A	N	Q	U
E	L	F	I	R

SADDLE - CANTEN - QUIRT
SPURS - HOLSTER - RIFLE



PICTURE FUN

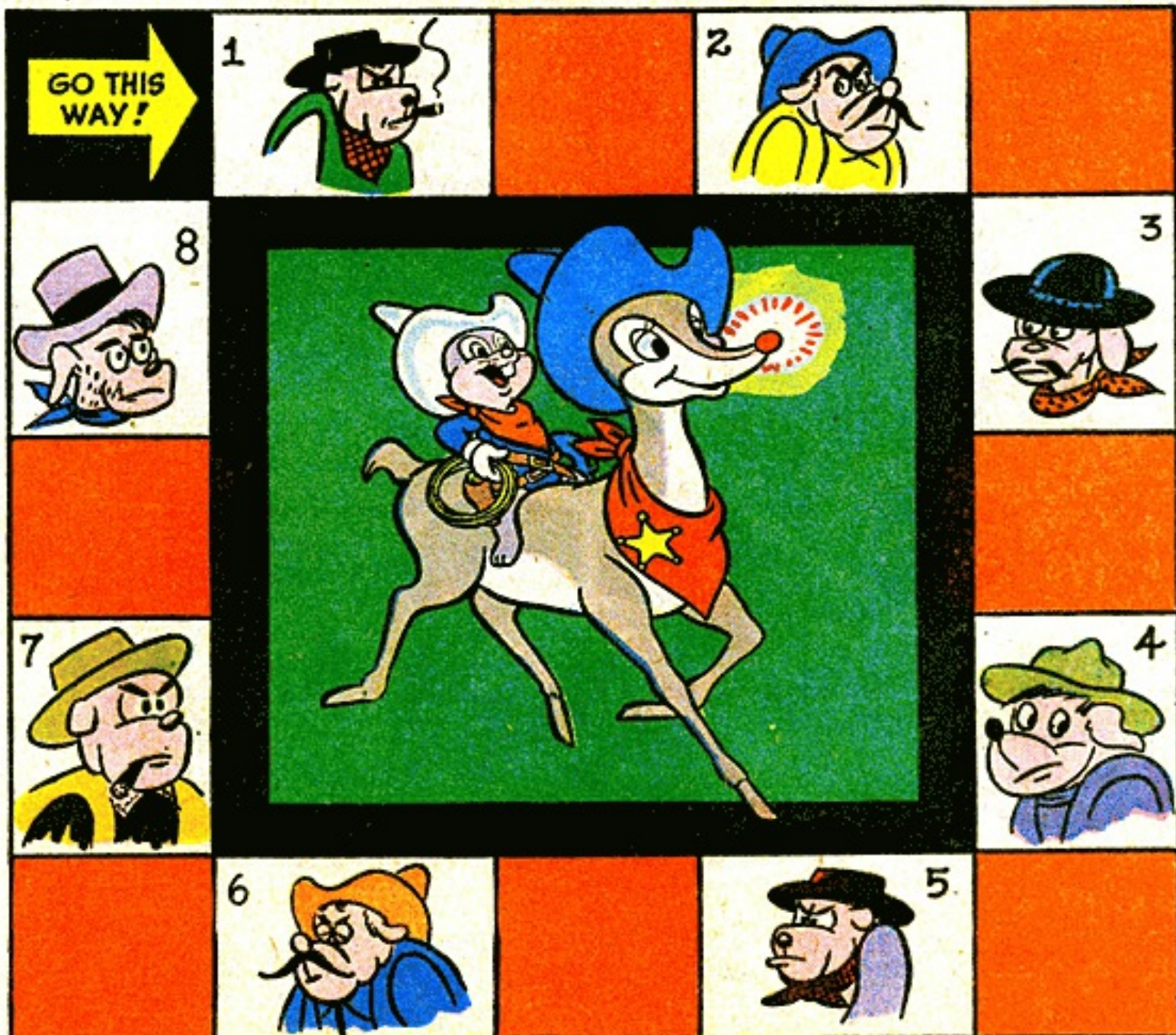


PENCIL READY, PARDNER? WELL, JUST BLACKEN EVERY SPACE CONTAINING A VOWEL — — — STAY AWAY FROM THE CONSONANTS! THE VOWELS, AS IF YOU DIDN'T KNOW, ARE A-E-I-O-U. WHEN YOU'RE FINISHED TURN THE PICTURE UPSIDE DOWN AND YOU'LL BE SURPRISED!





POSSE!

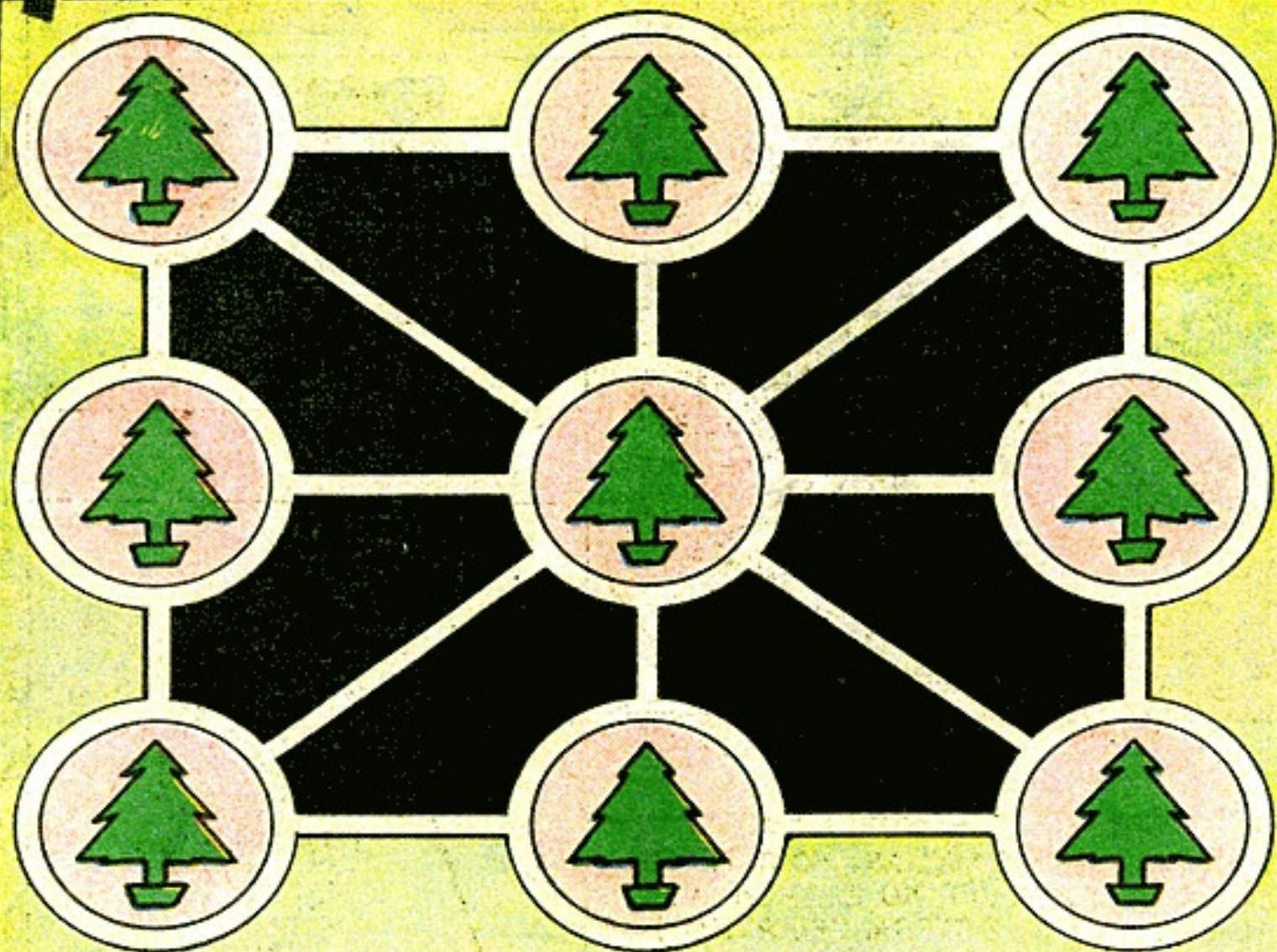


DIRECTIONS: ANY NUMBER CAN PLAY "POSSE"! EACH PLAYER PLACES A BUTTON ON BANDIT #1. THEN, IN TURN, EACH PLAYER TOSSES A COIN. IF IT FALLS HEADS, HE MOVES TWO SPACES.... TAILS, HE MOVES THREE SPACES. EACH TIME A PLAYER LANDS ON A BANDIT, HE KEEPS A RECORD OF THAT NUMBER.

THE GAME IS PLAYED UNTIL A PLAYER CAPTURES EVERY ONE OF THE EIGHT BANDITS. IF A PLAYER LANDS ON A BANDIT HE ALREADY HAS, HE DOES NOT RECORD IT! REMEMBER NOW, EACH PLAYER GOES ONCE, IN TURN! THE FIRST PLAYER TO CAPTURE ALL EIGHT BANDITS IS DECLARED THE WINNER!



Play TREES



Directions: TWO PEOPLE CAN PLAY "TREES"! EACH PLAYER USES THREE BUTTONS AS COUNTERS. IN TURN, EACH ONE PLACES ONE OF HIS COUNTERS ON A "TREE" UNTIL ALL THE COUNTERS ARE IN PLAY. THEN, ALTERNATELY, EACH PLAYER MOVES ONE OF HIS BUTTONS ALONG A LINE -- ONE "TREE" AT A TIME --- IN ANY DIRECTION HE CHOOSES. THE OBJECT OF THE GAME IS TO ARRANGE YOUR COUNTERS IN A STRAIGHT LINE, EITHER HORIZONTALLY, VERTICALLY OR DIAGONALLY, THE TRICK BEING TO BLOCK YOUR OPPONENT FROM DOING SO FIRST!

TV FLIPS

WHY ARE YOU
SO HAPPY, GROVER?

BECAUSE I
LOVE THOSE
TV FLIPS!



CUT OUT PANELS NO.1 AND NO.2. PLACE
NO.1 DIRECTLY OVER NO.2. THEN AS
SHOWN AT THE BOTTOM, FLIP NO.1
RAPIDLY UP AND DOWN.....
AND, PRESTO.....
YOUR TV FLIPS WILL MOVE!



1



2





Happy
Holidays
from
Rudolph